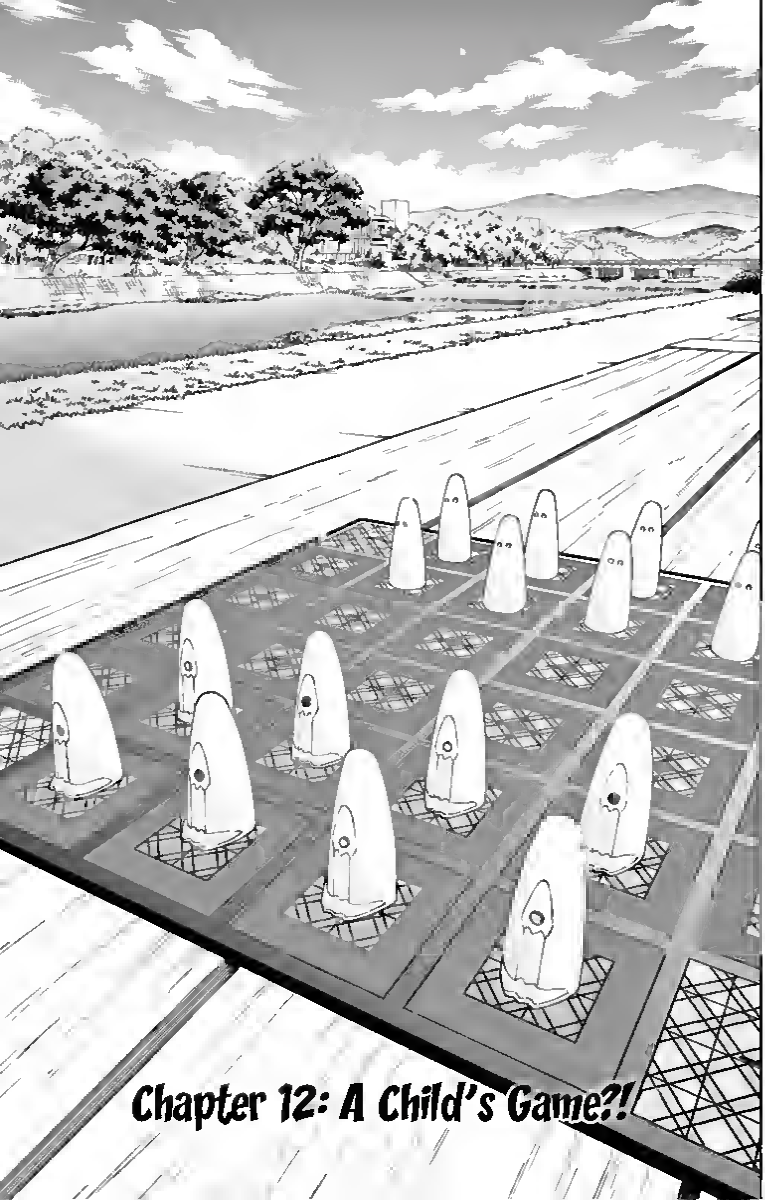
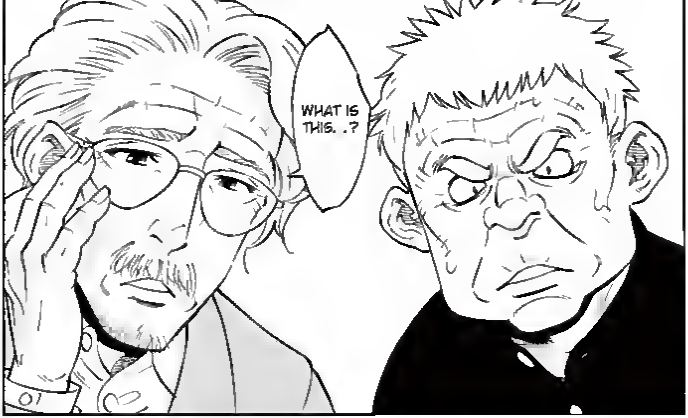
WATERFLAME SCANLATIONS
1
AFTER
SCHOOL
DICE
CLUB
放課後倶楽部
TSUNSLATOR:
>NIFFER中道裕大
協力・すごろくや
TS/CLEANER:
>WATERFLAME
QC:
>XENON
PROOFREADER:
>NIFFER & EUTHROSYNE
Waterflamescans.net
Waterflamescans
Waterflame@bato.to
Waterflame Scanlations
WE'RE LOOKING FOR
TRANSLATORS(JP,CH,
KR) & PROOFREADERS
YOU'RE PRETTY MUCH
ALREADY ACCEPTED!
WE DON'T BITE!

BETWEEN THE TL BEING BUSY AND ME RECENTLY GETTING A LOT MORE BUSY, IT TOOK LONGER... MY BAD. WELL IT'S NOT LIKE I'M GETTING PAID TO DO THIS... SO WHY AM I EVEN APOLOGIZING? SORRY NOT SORRY :P

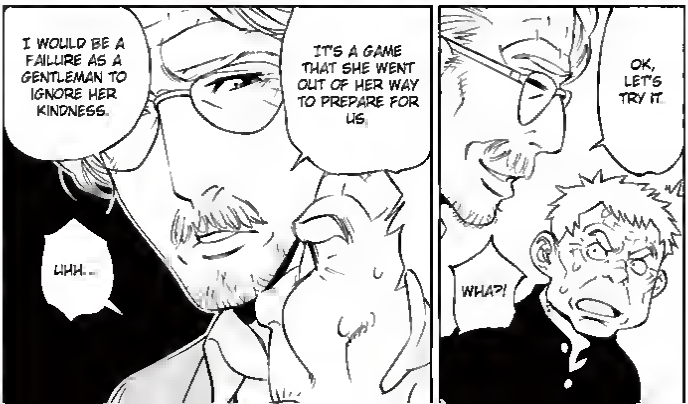


Chapter 12: A Child's Game?!

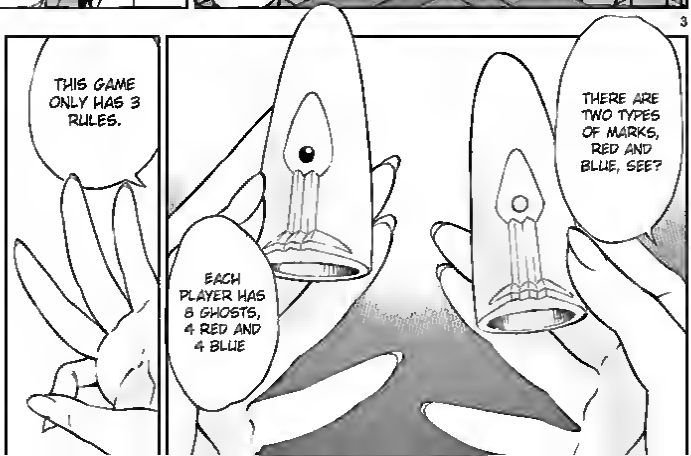

WHAT IS THIS. .?

E-ERM... A-AYA-CHAN, WE'RE NOT REALLY...
.....
AS PEOPLE WHO PLAY SHOGI AND CHESS YOU'LL GET IT RIGHT AWAY!
YOU CAN PLAY TOGETHER WITH THIS!☆
IT'S CALLED GEISTER! ☆

2

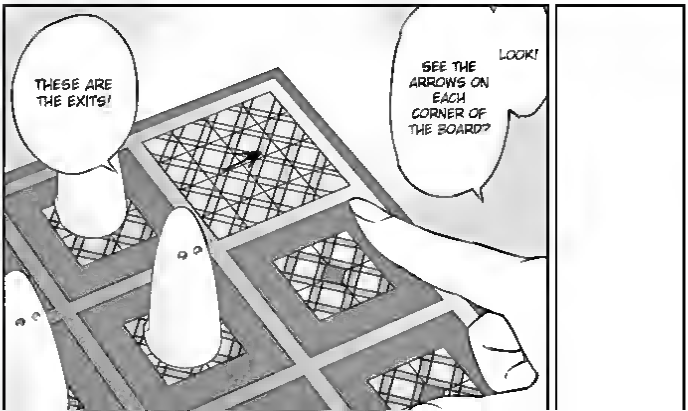

I WOULD BE A FAILURE AS A GENTLEMAN TO IGNORE HER KINDNESS.
IT'S A GAME THAT SHE WENT OUT OF HER WAY TO PREPARE FOR US.
UHH...
OK, LET'S TRY IT.
WHA?!

UNLIKE SHOGI AND CHESS, THE PIECES IN "GEISTER!" ALL MOVE IN THE SAME WAY
SO, HOW DO YOU PLAY IT?
ERRM, WELL...
THEY'RE ALL THE SAME SHAPE, BUT LOOK AT THEIR BACKS.
THEY CAN MOVE ONE SPACE UP, DOWN, LEFT OR RIGHT.
OHH! THAT'S PRETTY EASY!


THIS GAME ONLY HAS 3 RULES.
THERE ARE TWO TYPES OF MARKS, RED AND BLUE, SEE?
EACH PLAYER HAS 8 GHOSTS, 4 RED AND 4 BLUE

SO IF SOMEONE ELSE CATCHES YOUR GHOSTS, YOU WIN?
YEP, BECAUSE THE RED GHOSTS ARE BAD
HUH?
THE FIRST IS THAT YOUR RED GHOSTS NEED TO BE CAUGHT BY YOUR OPPONENT'S GHOSTS.

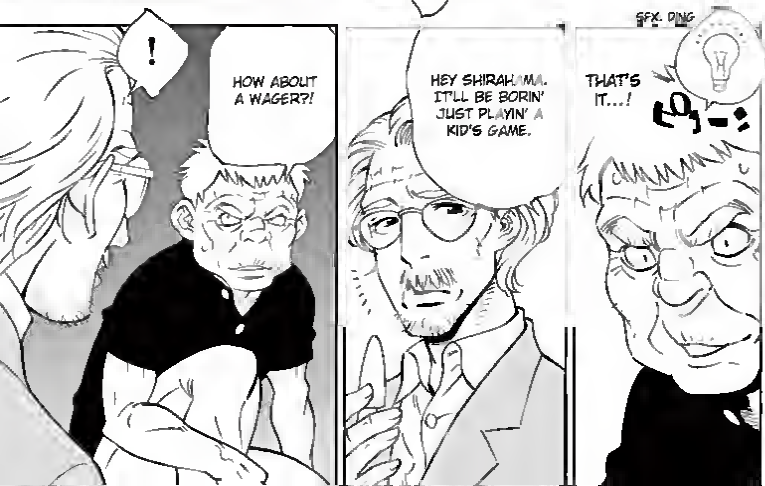
AND THE LAST RULE...
ON THE OTHER HAND, IF YOU CATCH ALL YOUR OPPONENT'S BLUE GHOSTS YOU WIN
SFX. SCRIBBLE
OHH...


THESE ARE THE EXITS!
SEE THE ARROWS ON EACH CORNER OF THE BOARD?
LOOK!

EHEHE
I SEE THANK YOU THAT'S VERY EASY TO UNDER-STAND
SO YOU CAN WIN IF ONE OF YOUR BLUE GHOSTS ESCAPE THROUGH YOUR OPPONENT'S EXIT!
BUT YOU CAN'T WIN WITH YOUR RED GHOSTS SO YOU NEED TO BE CAREFUL!

5

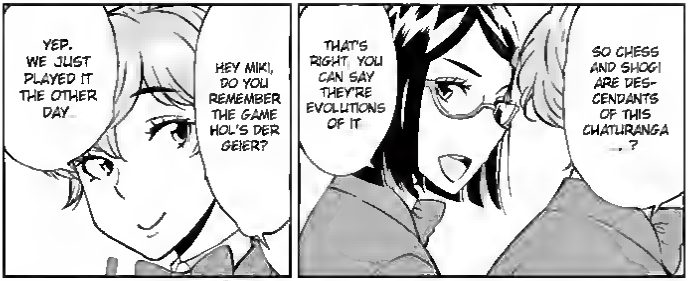
SIGH... THIS CHILD'S TOY IS SO STUPID
YEAH! YOU CAN PUT YOUR RED AND BLUE GHOSTS ANYWHERE ☆
IS IT OK TO PUT MY FIRST PIECE HERE?
.....


!
HOW ABOUT A WAGER?!
HEY SHIRAISHIMA. IT'LL BE BORIN' JUST PLAYIN' A KID'S GAME.
SFX: DING
THAT'S IT...!

WHAT ARE SAYING?!
WHA-
YOU'LL NEVER PLAY CHESS IN KAMOGAWA EVER AGAIN!
IF I WIN...
SHIRA-HAMA-SENSEI...
VERY WELL
AYA-CHAN WILL JOIN THE CHESS CLUB
THEN IF I WIN...

I-I KNOW!
G-GIN-SAN...
YEAH, OK.
HOW ABOUT IT, AYA-CHAN?
AYA-CHAN?!
WHAAA?!

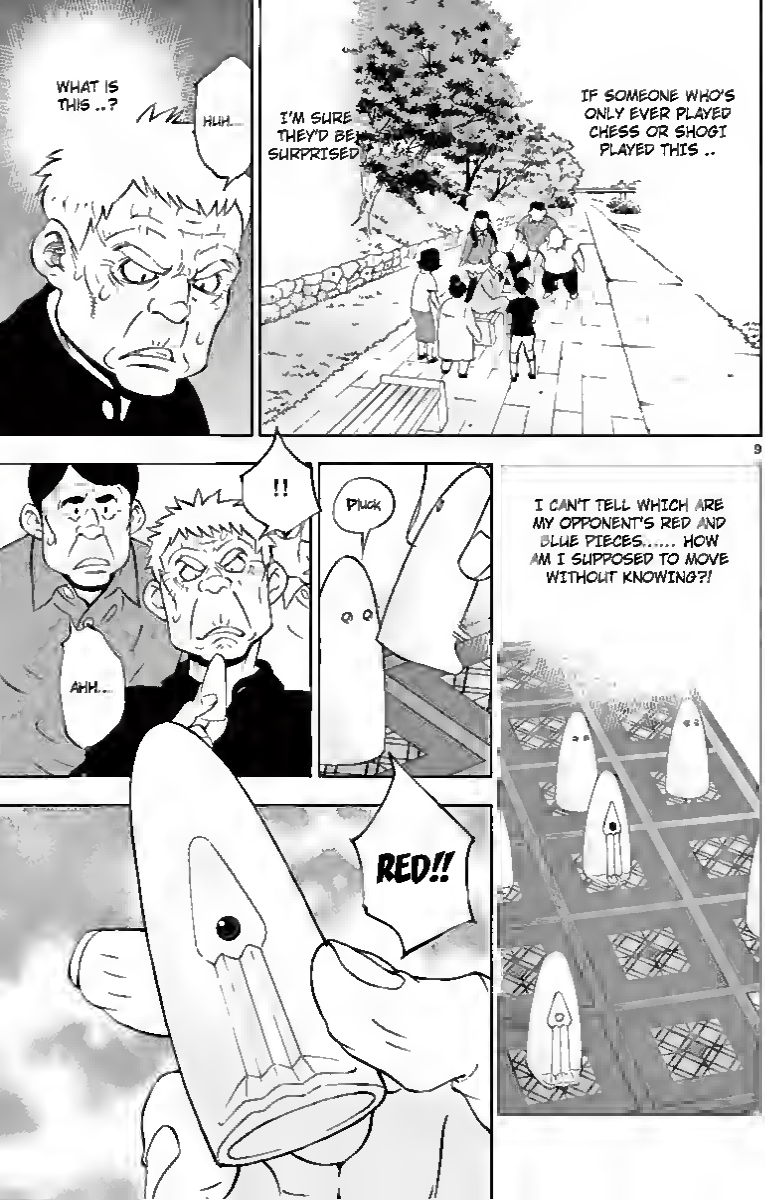
I CAN'T LOSE THIS GAME!!
YOU KNOW, IN ANCIENT INDIA, THERE WAS A GAME CALLED "CHATURANGA".
CHATURANGA WAS TAKEN ACROSS THE SILK ROAD TO THE WEST WHERE IT WAS CALLED "CHESS", AND IN CHINA THEY CALL IT "XIANGQI".
AND IN JAPAN IT BECAME THE GAME "SHOGI"

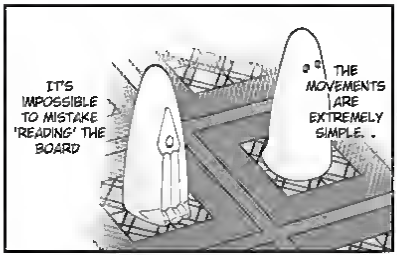

YEP. WE JUST PLAYED IT THE OTHER DAY.
HEY MIKI, DO YOU REMEMBER THE GAME HOL'S DER GEIER?
THAT'S RIGHT. YOU CAN SAY THEY'RE EVOLUTIONS OF IT.
SO CHESS AND SHOGI ARE DESCENDANTS OF THIS CHATURANGA...?

IT'S SAID THAT HE WAS REALLY INTO SHOGI WHEN HE WAS HERE.
ALEX RANDOLPH, THE CREATOR OF THAT GAME, SPENT 7 YEARS IN JAPAN BEFORE HE BEGAN MAKING GAMES IN GERMANY

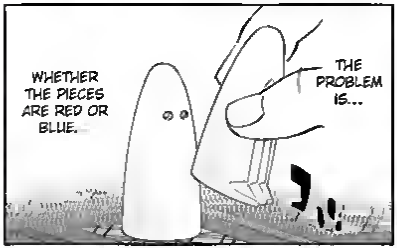
THEN HE MADE A NEW GAME BASED ON SHOGI.
AND THAT'S "GEISTER!".

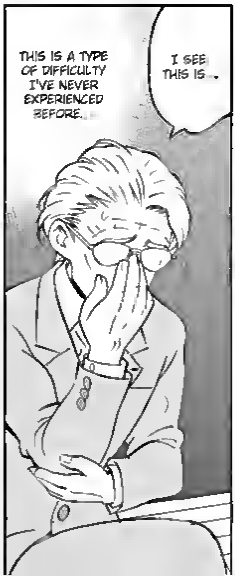
YEP. HE LEARNED HOW TO PLAY SHOGI FROM A MASTER, AND WAS EVEN SKILLED ENOUGH TO GAIN SOME RANKS.
HUH. . HE WAS IN JAPAN?!


WHAT IS THIS ..?
HUH...
I'M SURE THEY'D BE SURPRISED
IF SOMEONE WHO'S ONLY EVER PLAYED CHESS OR SHOGI PLAYED THIS ..
!!
AHH...
Pluck
I CAN'T TELL WHICH ARE MY OPPONENT'S RED AND BLUE PIECES..... HOW AM I SUPPOSED TO MOVE WITHOUT KNOWING?!
RED!!


IT'S IMPOSSIBLE TO MISTAKE 'READING' THE BOARD
THE MOVEMENTS ARE EXTREMELY SIMPLE..

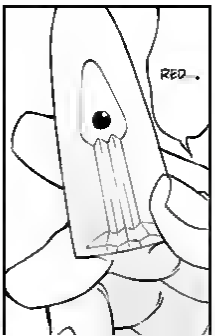
YAY!
YAY!
SQUEE
.....

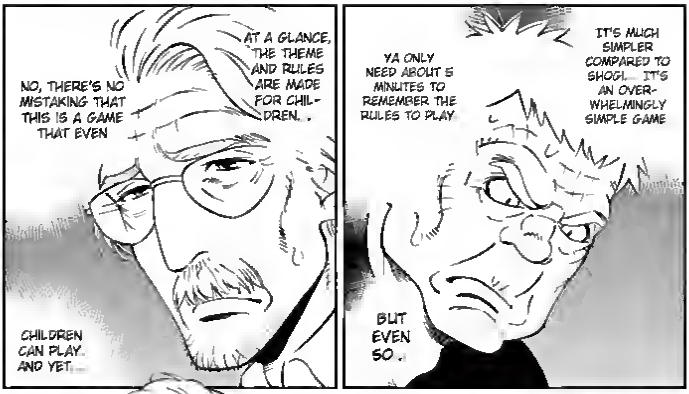

WHETHER THE PIECES ARE RED OR BLUE.
THE PROBLEM IS...


THIS IS A TYPE OF DIFFICULTY I'VE NEVER EXPERIENCED BEFORE...
I SEE. THIS IS..

!

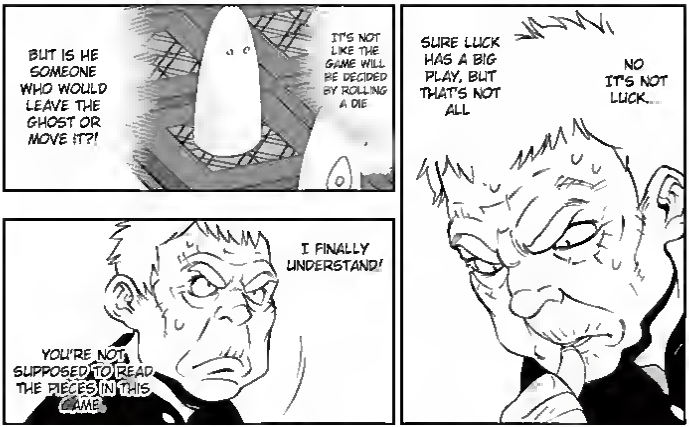
SFX: GRIN

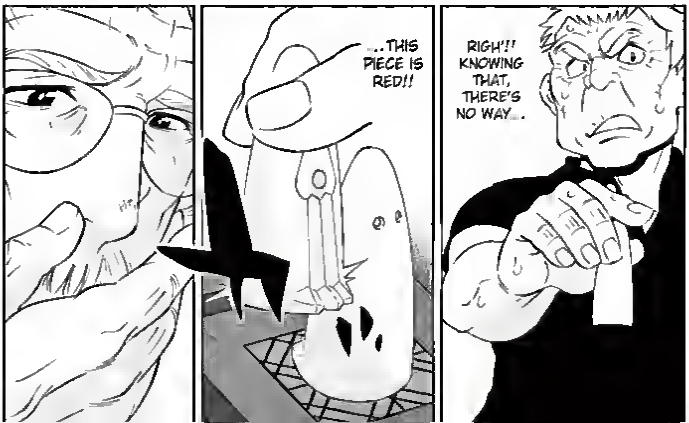

RED..


NO, THERE'S NO MISTAKING THAT THIS IS A GAME THAT EVEN
AT A GLANCE, THE THEME AND RULES ARE MADE FOR CHILDREN. .
CHILDREN CAN PLAY. AND YET...
YA ONLY NEED ABOUT 5 MINUTES TO REMEMBER THE RULES TO PLAY.
IT'S MUCH SIMPLER COMPARED TO SHOGI... IT'S AN OVERWHELMINGLY SIMPLE GAME
BUT EVEN SO .

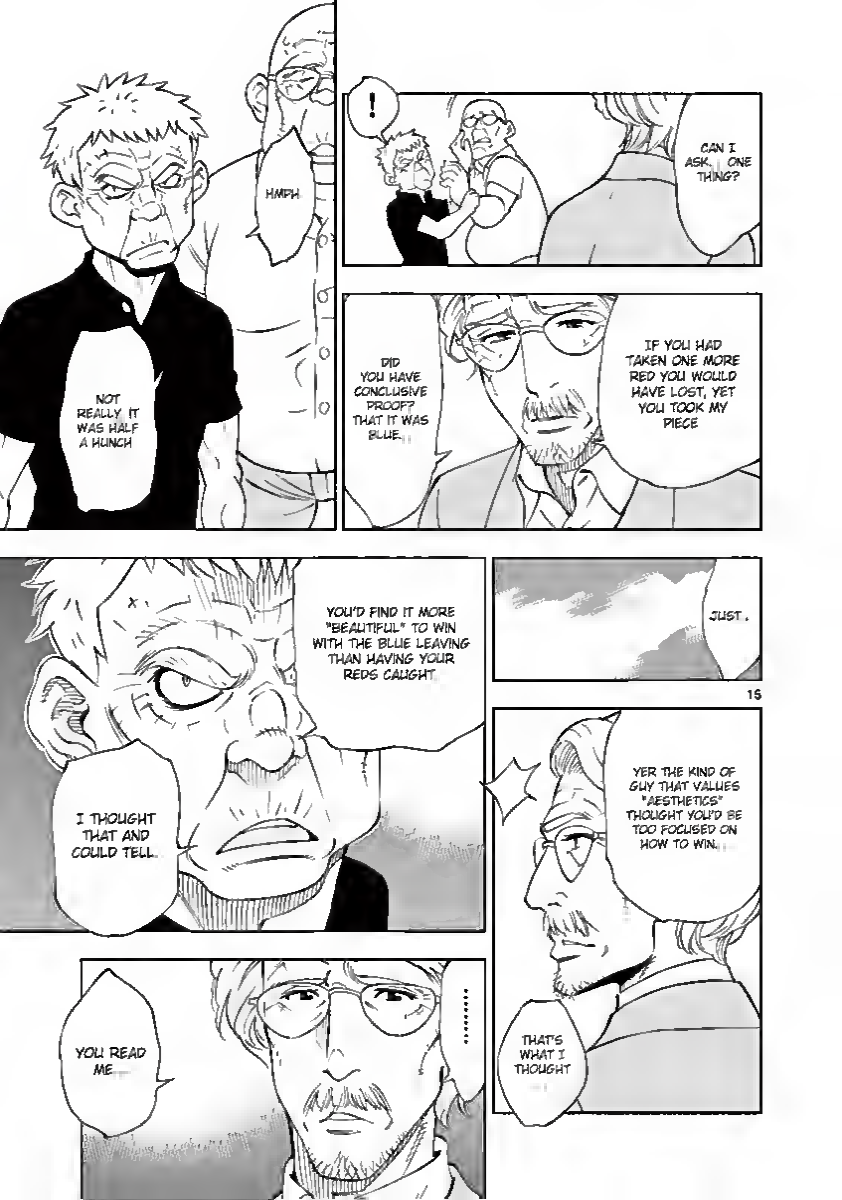
IT'S FUN!!

OH... OH NO...
THAT'S HIS 3RD RED GHOST...
B...BUT, IF THAT PIECE IS BLUE...
IF HE DOESN'T TAKE IT HERE, IT'LL MAKE IT TO THE EXIT!!
GIN-SAN WILL LOSE IF HE PICKS ONE MORE!!
.....
AHHH---!! I CAN'T TAKE THIS!!
IS IT BLUE OR RED...?!


BUT IS HE SOMEONE WHO WOULD LEAVE THE GHOST OR MOVE IT?!
IT'S NOT LIKE THE GAME WILL BE DECIDED BY ROLLING A DIE
SURE LUCK HAS A BIG PLAY, BUT THAT'S NOT ALL
NO IT'S NOT LUCK...
I FINALLY UNDERSTAND!
YOU'RE NOT SUPPOSED TO READ THE PIECES IN THIS GAME
BUT YOUR OPPONENT!!

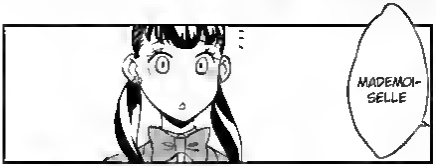

...THIS PIECE IS RED!!
RIGHT!! KNOWING THAT, THERE'S NO WAY...

SFX: CHATTER
HUH...?
THERE'S NO WAY...
THA' MEANS..
HE GAVE UP...?!
14
SFX. SHOUT
G-GIN WON!!
AHH--- WELL DONE GIN-SAN!!
O-OF COURSE!!
YEAH!!!


HMPH
NOT REALLY. IT WAS HALF A HUNCH
!
CAN I ASK... ONE THING?
DID YOU HAVE CONCLUSIVE PROOF? THAT IT WAS BLUE.
IF YOU HAD TAKEN ONE MORE RED YOU WOULD HAVE LOST, YET YOU TOOK MY PIECE
YOU'D FIND IT MORE "BEAUTIFUL" TO WIN WITH THE BLUE LEAVING THAN HAVING YOUR REDS CAUGHT.
I THOUGHT THAT AND COULD TELL.
JUST.
15
YER THE KIND OF GUY THAT VALUES "AESTHETICS" THOUGHT YOU'D BE TOO FOCUSED ON HOW TO WIN.
THAT'S WHAT I THOUGHT
YOU READ ME.....

NO, SHIRAHAMA -SENSEI...!

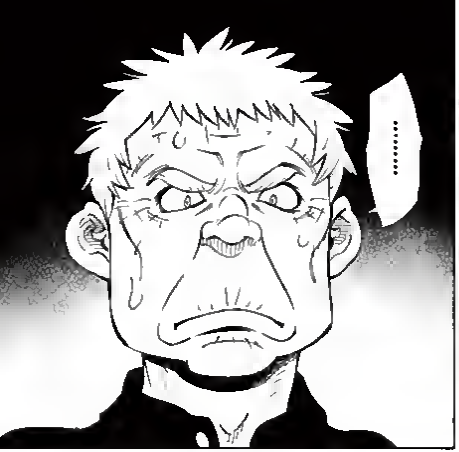
THIS .. IS MY UTTER DEFEAT

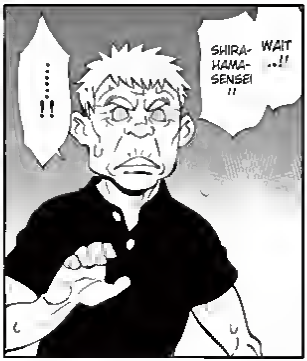

MADEMOI-SELLE

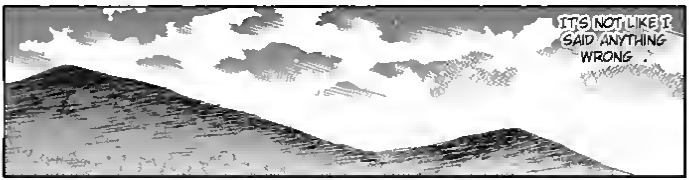
MISTER...

THANK YOU. IT WAS AN EXCEPTIONALLY PLEASANT GAME.

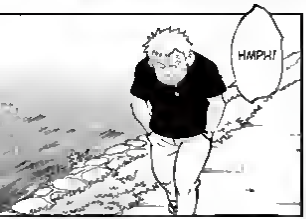
SENSEI!!

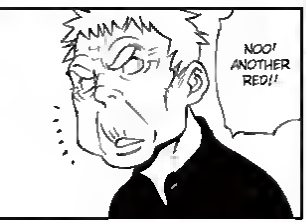

.....


.....!!
SHIRA-KAMA-SENSEI!!
WAIT..!!


IT'S NOT LIKE I SAID ANYTHING WRONG...

17

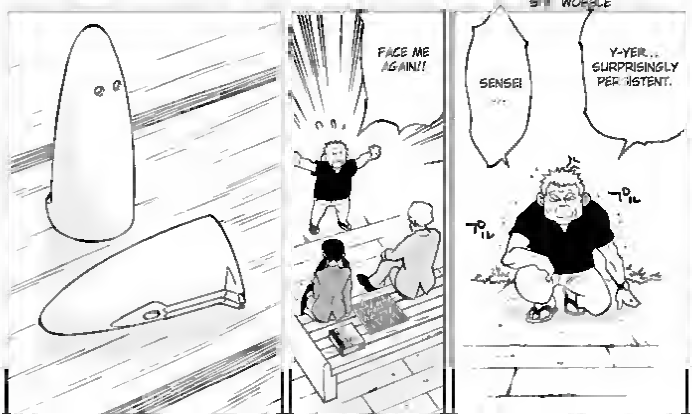

HMPH!


NOO! ANOTHER RED!!
.....

BUT...
EVERYONE HAD FUN FOR THE FIRST TIME IN A WHILE...

HEY! GIN-SAN!!
WH..
WH..
SFX: THUMP

WE'RE HAVING A "GHEISTER! RESEARCH MEETING".
I'VE GIVEN UP CHESS STARTING TODAY JUST AS I PROMISED


FACE ME AGAIN!!
SFX: WOBBLE
SENSE! ...
Y-YER... SURPRISINGLY PER ISTENT.

I WANT TO KNOW MORE!

GAME SMALL TALK

BY DICE GAME SHOP OWNER, KOJI MARUI

Title

[GHOSTS!]

Geister

GAME DATA

2 PLAYERS
RECOMMEND FOR 10+ YEARS
APPROXIMATE TIME: 15 MINS
MAKER: KOD KOD (ISRAEL)
JAPANESE PUBLISHER: MOBIUS GAMES
CREATOR: ALEX RANDOLPH
RELEASED: 1982 GERMANY

JUST LIKE CHESS, THIS GAME IS ABOUT MOVING YOUR PIECES (SHAPED AS GHOSTS) ON A SQUARE BOARD WHERE YOU TAKE YOUR OPPONENT'S PIECES AND ARE TAKEN YOURSELF. YOU MUST WORK OUT THE NATURE OF YOUR OPPONENT'S PIECES AND HAVE YOUR BLUE GHOST ESCAPE THROUGH YOUR OPPONENT'S EXIT.

THE GHOSTS ALL LOOK THE SAME WHEN THEY'RE FACING YOU, BUT YOU CAN SEE WHETHER YOUR OWN PIECES ARE BLUE OR RED. EACH COLOR HAS OPPOSITE NATURES. IT DOESN'T MATTER HOW MANY BLUE GHOSTS YOUR OPPONENT GETS, ONLY 1 HAS TO ESCAPE OUT OF THEIR EXIT FOR YOU TO WIN. ON THE OTHER HAND, IF YOU MAKE YOUR OPPONENT TAKE ALL OF YOUR RED GHOSTS, YOU WIN, SO YOU'RE ACTIVELY TRYING TO GET YOUR OPPONENT TO DO SO, HOWEVER, IF YOU MOVE HONESTLY THEN YOUR OPPONENT WILL BE ABLE TO DISCERN THE COLOR AND AIM FOR YOUR BLUE GHOSTS. YOU NEED TO DECEIVE YOUR OPPONENT WITH SKILLFUL MOVEMENT.

THIS IS A FAMOUS GAME MADE BY THE MASTER GAME MAKER WHO ESTABLISHED MUCH OF GERMANY'S ORIGINAL BOARD GAME CULTURE, ALEX RANDOLPH. IT'S ONE OF HIS MASTERPIECES WHICH YOU WANT TO PLAY OVER AND OVER, WHERE YOU'RE STEEPED IN THE PSYCHOLOGICAL WARFARE OF YOUR OPPONENT'S DOUBLE BLUFFS.

Geister